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Title: Limb attachment

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\*The front cover is decorated with the image of an ouroboros surrounding a gear\*  
Limbs are an important part of any construct, and can be difficult for novices to create and attach. Before attempting to create limbs, novices should practice with limbs from existing creatures, either changing the arm or legs from one creature to another, or changing parts of the limb itself around. The first step in attaching a limb is to ensure it goes into an arm or leg socket. Limbs need bone support, simply attaching one anywhere on a body without the proper bone support will not be effective. Creating a limb socket should, however, be done after experimenting with attaching limbs to existing sockets, so the novice has an understanding of how the arm fits into the socket. Once the limb is in place, the next step is to slowly work the flesh from both the body and the limb over the exposed bone, ensuring a minimal amount of air is trapped. Then, slowly work the limb and body together, attaching major blood vessels and nerves together along with the flesh and muscle. This

step is fairly important, if not done correctly the limb will not function properly. If the nerves are not properly connected, the arm will be numb and useless. If no blood can flow into the limb, it will not be "accepted" (Or, corrupted in the case of Kindred) and sustained as a part of the body and will begin to rot. This is where knowledge of technomancy is useful, it is possible to keep severed body parts "alive" and not rotting for an extended period of time.